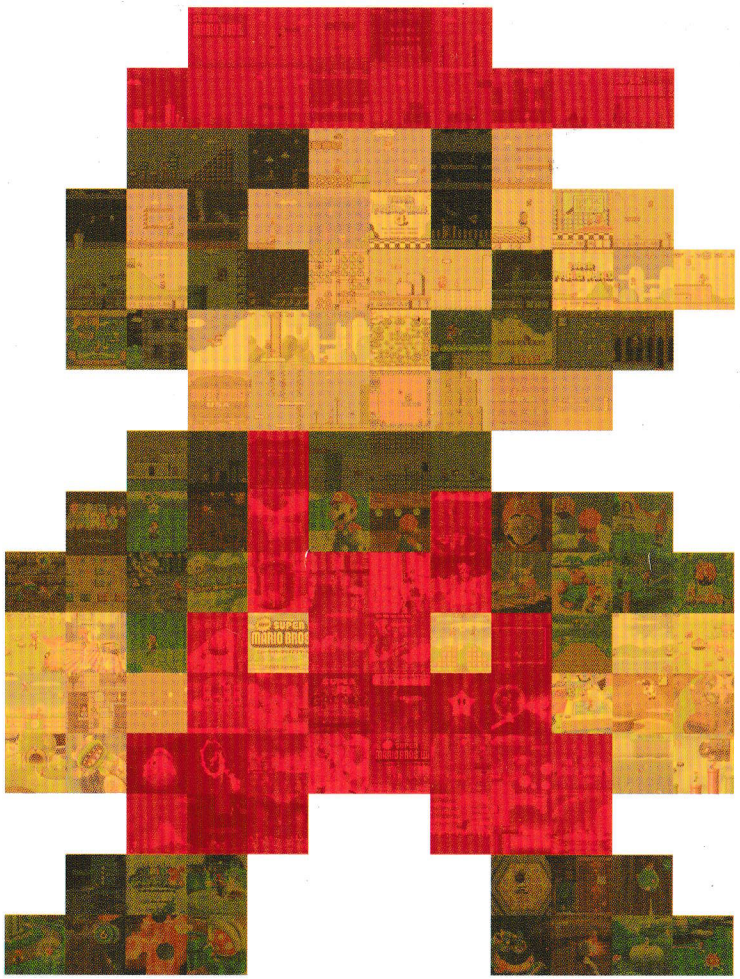



25th Anniversary

SUPER MARIO BROS.™

# SUPER MARIO™ HISTORY 1985-2010

## Booklet

# SUPER MARIO HISTORY

1985-2010

## 1985
**Super Mario Bros.**
Nintendo Entertainment System

## 1986
**Super Mario Bros. 2**
Nintendo Entertainment System

## 1988
**Super Mario Bros. 3**
Nintendo Entertainment System

## 1989
Game Boy

## 1990
Nintendo Entertainment System

## 1991
**Super Mario World**
Super Nintendo Entertainment System

## 1991
Super Nintendo Entertainment System

## 1993
**Super Mario All-Stars**
Super Nintendo Entertainment System

## 1996
**Super Mario 64**
Nintendo 64

## 1996
Nintendo 64

## 2001
Nintendo GameCube
Game Boy Advance

## 2002
**Super Mario Sunshine**
Nintendo GameCube

## 2004
Nintendo DS

## 2006
Wii

## 2006
**New Super Mario Bros.**
Nintendo DS

## 2007
**Super Mario Galaxy**
Wii

## 2009
**New Super Mario Bros. Wii**
Wii

## 2010
**Super Mario Galaxy 2**
Wii

● 2004
Classic NES Series: Super Mario Bros.
Game Boy Advance

Super Mario 64 DS
Nintendo DS

● 2003
Super Mario Advance 4:
Super Mario Bros. 3
Game Boy Advance

● 2002
Super Mario Advance 2:
Super Mario World
Game Boy Advance

● 2001
Super Mario Advance
Game Boy Advance

● 1999
Super Mario Bros. Deluxe
Game Boy Color

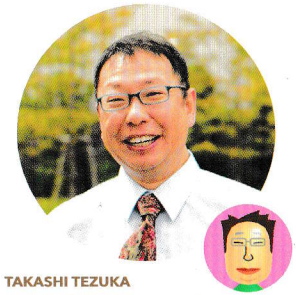
● 1993
Super Mario All-Stars
Includes Super Mario Bros. 1, 2 and 3, plus The Lost Levels, previously unreleased in the US.

# The Father of Super Mario

**SHIGERU MIYAMOTO**

*Position:* Director of Nintendo's Entertainment Analysis and Development Division

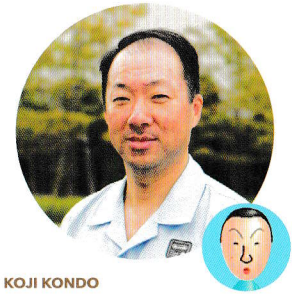
Mr. Miyamoto has designed and produced several game series, including Donkey Kong™, Super Mario, The Legend of Zelda™, Pikmin™, Wii Sports™, Wii Fit™, and many more.



**TAKASHI TEZUKA**

*Position:* General Manager of Nintendo's Entertainment Analysis and Development Division Software Development Department

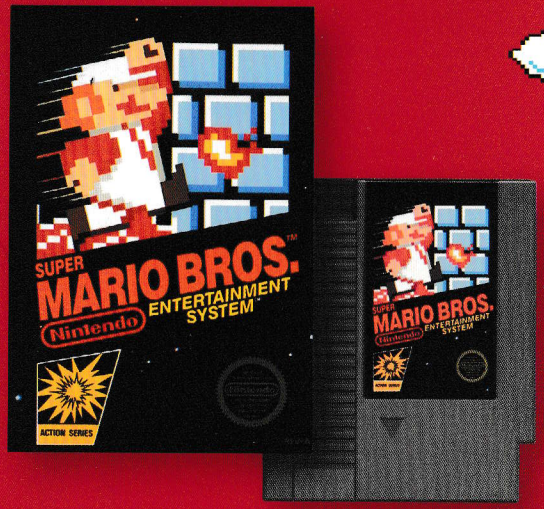
Mr. Tezuka has been involved in producing and designing many successful Nintendo series including Super Mario, The Legend of Zelda, and Animal Crossing™.



**KOJI KONDO**

*Position:* Manager of Nintendo's Entertainment Analysis and Development Division Sound Production Group

Mr. Kondo is responsible for the music featured in several Nintendo game series, including Super Mario and The Legend of Zelda.



It All Starts Here

# SUPER MARIO BROS.

**Miyamoto:** We wanted to make a big Mario running around beneath a blue sky. We squeezed as much as we could out of the NES technology.

**Tezuka:** Developing this game was fun because it felt like we were solving a puzzle as we were making it.

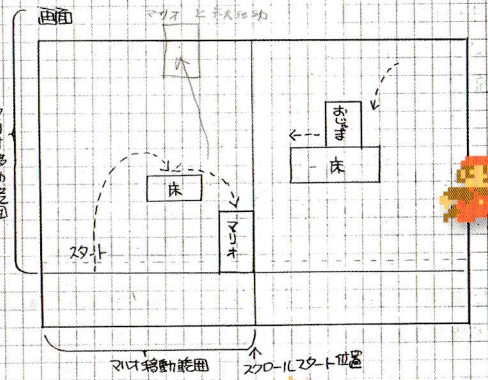
**Kondo:** There was so much enthusiasm on this project because we were trying to create something that had never been done before.

No. 2/5

スーパーマリオ実験仕様 2/20

本ゲームは、ドンキーコング以来連作してきたジュニアがマリオブラザーズのアスレチックとしての部分を利用し大型マリオキャラクターによって再構成するゲームで[illegible]キャラクターのサイズを大きくするためBG画面[illegible]クロールし、リフトなどの他に数種のしかけを追加する物とする。

画面

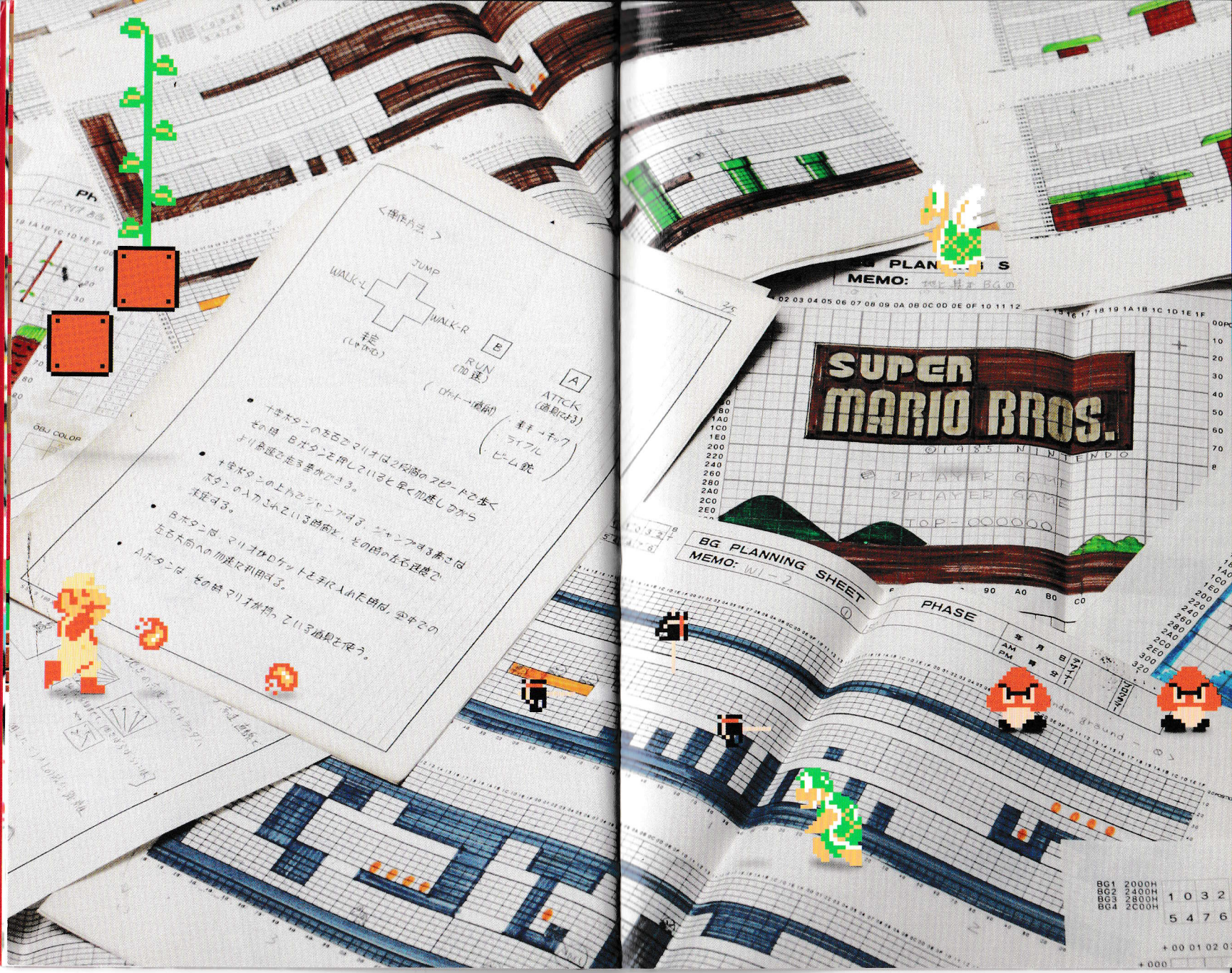



マリオは左からも[illegible]へ走る。スク[illegible]スタート位置に来るとマリオは止り、その時のスピー[illegible]クロールが開始される。

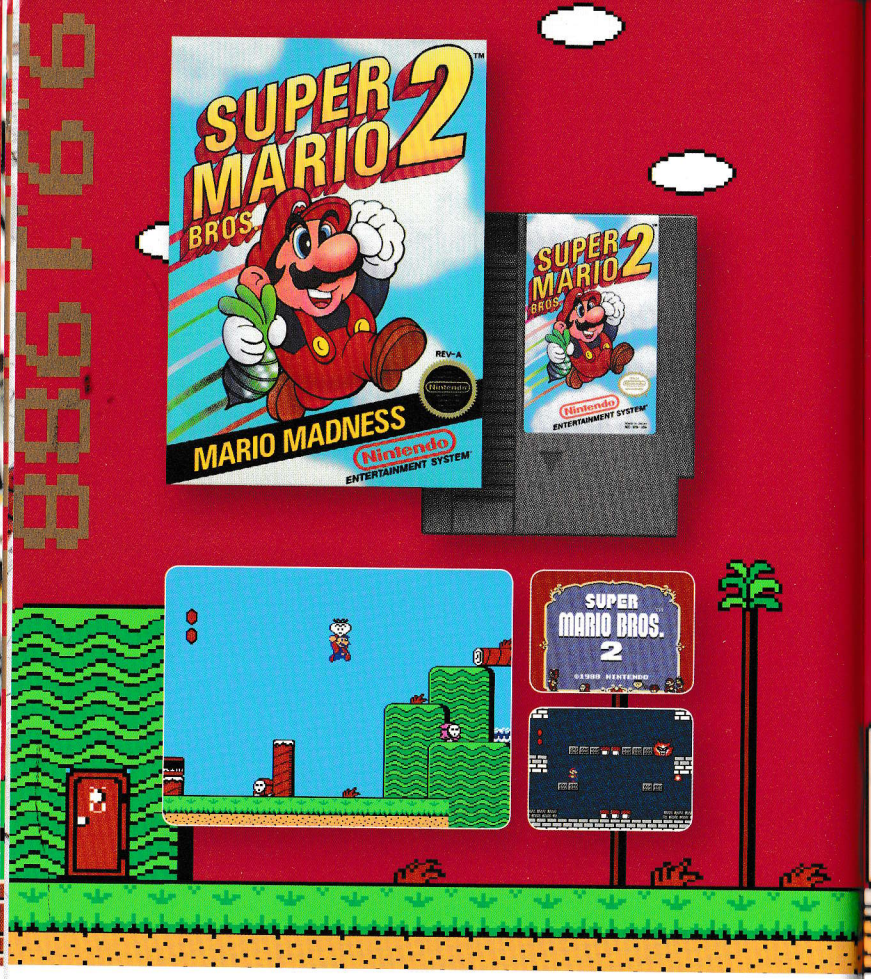
減速するとスクロールが遅くなり、停止と同時にマリオが左へ歩り出す。

スクロールは左方向へは進まず、マリオは画面の左端までしかもどれない。

Mr. Miyamoto's handwritten proposal detailing game play for Super Mario Bros.



SUPER MARIO BROS.
©1985 NINTENDO
1PLAYER GAME
2PLAYER GAME
TOP-000000
BG PLANNING SHEET
MEMO: W1-2
PHASE
JUMP
WALK-L
WALK-R
RUN
ATTCK
OBJ COLOR
BG1 2000H
BG2 2400H
BG3 2800H
BG4 2C00H



SUPER MARIO BROS. 3
The biggest, most exciting MARIO BROS. adventure yet!
Nintendo ENTERTAINMENT SYSTEM
SUPER MARIO BROS. 3

Mario's Friends Lend a Hand

## SUPER MARIO BROS. 2

| | |
|---|---|
| Miyamoto: | Uprooting and lifting things as you played gave the game a new feel. It was released in Japan as Super Mario USA. |
| Tezuka: | The basic controls have a very free, silly feeling to them that I absolutely love. |
| Kondo: | I adjusted the sounds of the NES to make it sound like a lot of different instruments were being played. |

Mario Takes Flight

## SUPER MARIO BROS. 3

| | |
|---|---|
| Miyamoto: | The Tanooki Suit turns into a statue! Even though I knew it wouldn't make sense to some non-Japanese players…I was so excited about it that I left it in. |
| Tezuka: | We were helped by many people when developing this game. But even with a larger team, I was still the worst gamer of the bunch. |
| Kondo: | This time around, I added a lot of percussion and was able to create tracks that sounded like there were three or more sounds playing at once, resulting in much richer-sounding music. |

Introducing Yoshi™

# SUPER MARIO WORLD

| | |
|---|---|
| Miyamoto: | Here I could finally make a game with multilayered scrolling backgrounds. I just wanted to run around riding on a dinosaur. |
| Tezuka: | Yoshi was originally supposed to be a type of Koopa. That saddle you see on his back was actually his shell. |
| Kondo: | When the player hops onto Yoshi, a cheery bit of percussion is added to the track. |

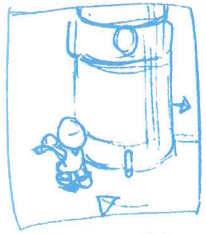
SUPER MARIO ALL-STARS
Nintendo
The complete Super Mario Bros. 4 in 1 Game Pak!
SUPER NINTENDO
ENTERTAINMENT SYSTEM
Included Super Mario Bros. 1, 2, and 3; plus The Lost Levels, previously unreleased in the US.
MARIO 000200
WORLD 1-1
TIME 384
SUPER MARIO ALL-STARS
SELECT GAME

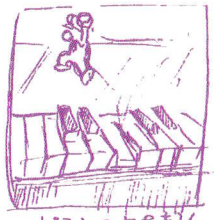
Mario Gets Tougher

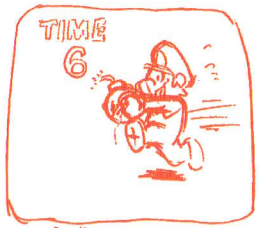
# SUPER MARIO ALL-STARS

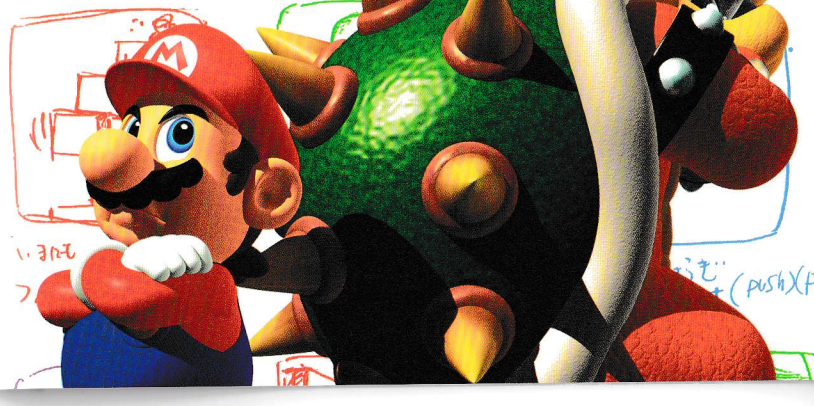
| | |
|---|---|
| Miyamoto: | Designing challenging levels really brought out the strategist in me. You can score infinite 1-Ups starting on level 1-1. |
| Tezuka: | This was the first major project I had been put in charge of–and I'm not a great gamer, so checking those levels was no easy task! |
| Kondo: | In the original version, I used the enhanced capabilities of the Famicom Disk System to create an extended version of the Super Mario Bros. ending theme. |

Comments refer to Super Mario Bros.: The Lost levels.









## Mario Enters the Third Dimension

# SUPER MARIO 64

**Miyamoto:** Mario runs around like a hamster in this game. In fact, I had a pet hamster around this time!

**Tezuka:** My duties on this project were different than usual, but what really sticks out in my mind is when I designed the Game Over screen.

**Kondo:** The game transitioned into 3D, so I had to make sweeping changes to the sound design to match it.

Mario Gears Up

## SUPER MARIO SUNSHINE

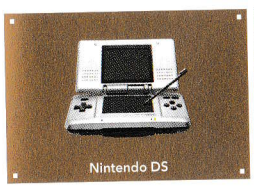
**Miyamoto:** I dove deeper into 3D Mario work wanting to be able to draw pictures directly on the backgrounds.

**Tezuka:** The way everyone came together to work on this was like a party in the office. It was a lot of fun.

**Kondo:** The GameCube's hardware allowed for higher-quality music, giving me the ability to create even more expressive pieces that approached the level of actual live recordings.

Back to Basics

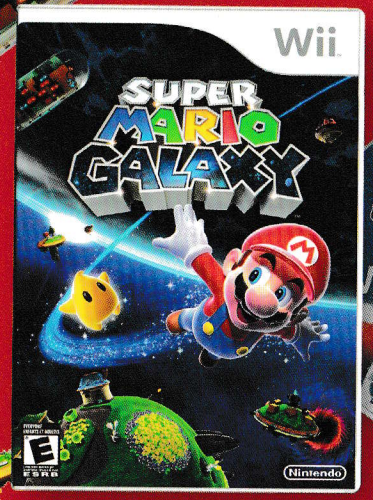
## NEW SUPER MARIO BROS.




**Miyamoto:** We brought 3D Mario back to its roots to create a 2D game that anyone can play.

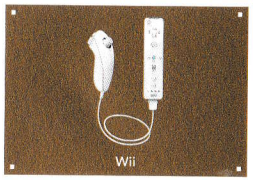
**Tezuka:** You could almost call this a collaboration between the old guard and the younger staff at Nintendo. I hope players get that old-school Mario feeling playing this game.

**Kondo:** I did all sorts of things to the audio to get the biggest possible sound out of the small speakers on the Nintendo DS.



## Gravity Gone Crazy

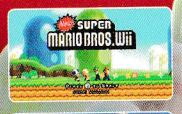
# SUPER MARIO GALAXY




**Miyamoto:** This game combined seemingly endless spherical terrain with constantly shifting gravity. I wanted to make a 3D Mario game that was easy to control.

**Tezuka:** This game was released in South Korea as Super Mario Wii.

**Kondo:** We recorded the music with a full orchestra to convey the grand vastness of space.



## Four's a Party

# NEW SUPER MARIO BROS. Wii

**Miyamoto:** I finally achieved one of my longtime dreams: creating a Super Mario game everyone could play together.

**Tezuka:** Creating a Mario game is kind of like the traditional crafts of Kyoto: there's something indescribably special about these games that hasn't changed in 25 years.

**Kondo:** The way the enemies dance in time to the vocal "wa-wa" beats in the songs is really fun.

Mario's Newest Adventure

# SUPER MARIO GALAXY 2

**Miyamoto:** 3D Mario with co-op play! This game really pushed the fun of 3D action games to the limit.

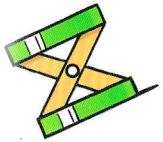
**Tezuka:** I was jealous of the abundance of ideas in this game. I'm better at games now than I was 25 years ago.

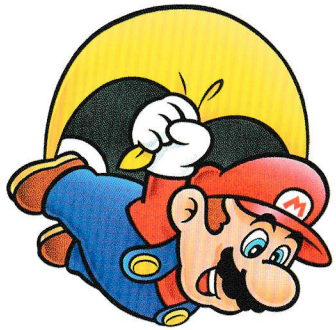
**Kondo:** This game is positively stuffed with great things to do, and I did my best to create many fun songs to match.

Wanting to evolve the fun game play of the first title, the development team went all out thinking up new ideas for Super Mario Galaxy 2.

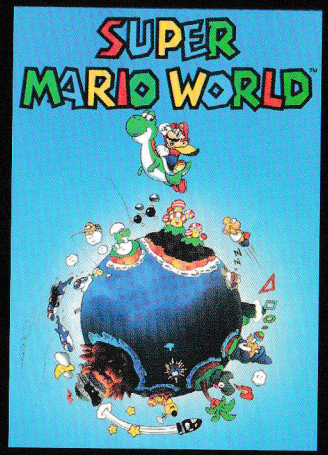
Rough sketches for
Super Mario 3.

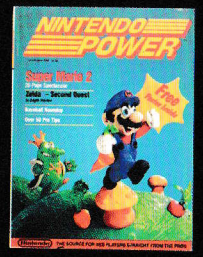
Reference art for
Super Mario World.





Promotional items from the last 25 years.





Mario model and reference art.

# 25 Super Mario Turns 25!

**SHIGERU MIYAMOTO**

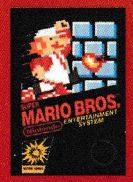
Director of Nintendo's
Entertainment Analysis
and Development Division

We've been fortunate to be able to continue making video games for the last twenty-five years. This is in part thanks to the surprising speed at which semiconductor technology has evolved and in part thanks to the technical and creative craftsmanship of our numerous team members. But more than anything, I have to thank all the people around the world who have played these games.

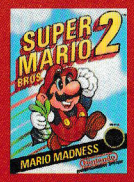
Of course, developing a Super Mario Bros. game is a creative process, but our aim has always been to create game play where possibilities are limited only by the player's own creativity. All of you continuing to think, deduce, and polish your gaming skills while playing help us continue to make fun games.

25th
Anniversary
SUPER
MARIO
BROS.™

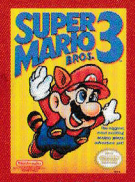
# SUPER MARIO HISTORY 1985-2010



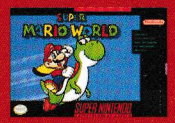

1985




1988




1990




1991

1993

1996

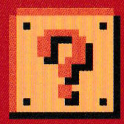
2002

2006

2007

2009

2010



Nintendo

73140A

Official Nintendo Seal

TM & ® are trademarks of Nintendo. © 1985-2010 Nintendo.

Made in USA